

CLAIMS:

1. Method for altering memory configurations in a physical memory where a first memory configuration and at least a second memory configuration are defined by at least one memory pool comprising at least one memory packet, respectively, comprising the steps of:
 - a) detecting a released memory packet within a memory pool of said first memory configuration,
 - b) assigning memory from said released memory packet to said second memory configuration,
 - c) determining the size of said assigned free memory of said second memory configuration, and
 - d) allocating within said assigned free memory a required amount of memory for a memory packet of a pool of said second memory configuration in case said assigned free memory size satisfies said allocation request.
2. Method according to claim 1, characterized by repeating the steps a-d until all allocated memory packets of said first memory configuration are released and all memory packets of said second memory configuration are allocated.
3. Method according to claim 1, characterized by carrying out an alteration of said memory configurations according to steps a-d to a further memory configuration prior to the release of all memory packets of said previous memory configurations.
4. Method according to claim 1, characterized by assigning all free memory of said first memory configuration to at least said second memory configuration prior to step a.
5. Method according to claim 1, characterized by configuring said memory configurations by allocating a fixed memory location to said at least one memory pool, and assigning memory packets within each of said at least two memory pools.

6. Method according to claim 1, characterized by allocating equally sized memory packets within a memory pool.
7. Method according to claim 1, characterized by releasing memory packets of
5 said first memory configuration within a finite time.
8. Method according to claim 1, characterized by determining said second configuration prior to step a.
- 10 9. Use of a method according to claim 1 in streaming systems, in particular in video- and audio-streaming systems, where a memory configuration is based on a defined streaming graph.
- 15 10. Integrated circuit, in particular a digital signal processor, a digital video processor, or a digital audio processor, providing a memory allocation method according to claim 1.